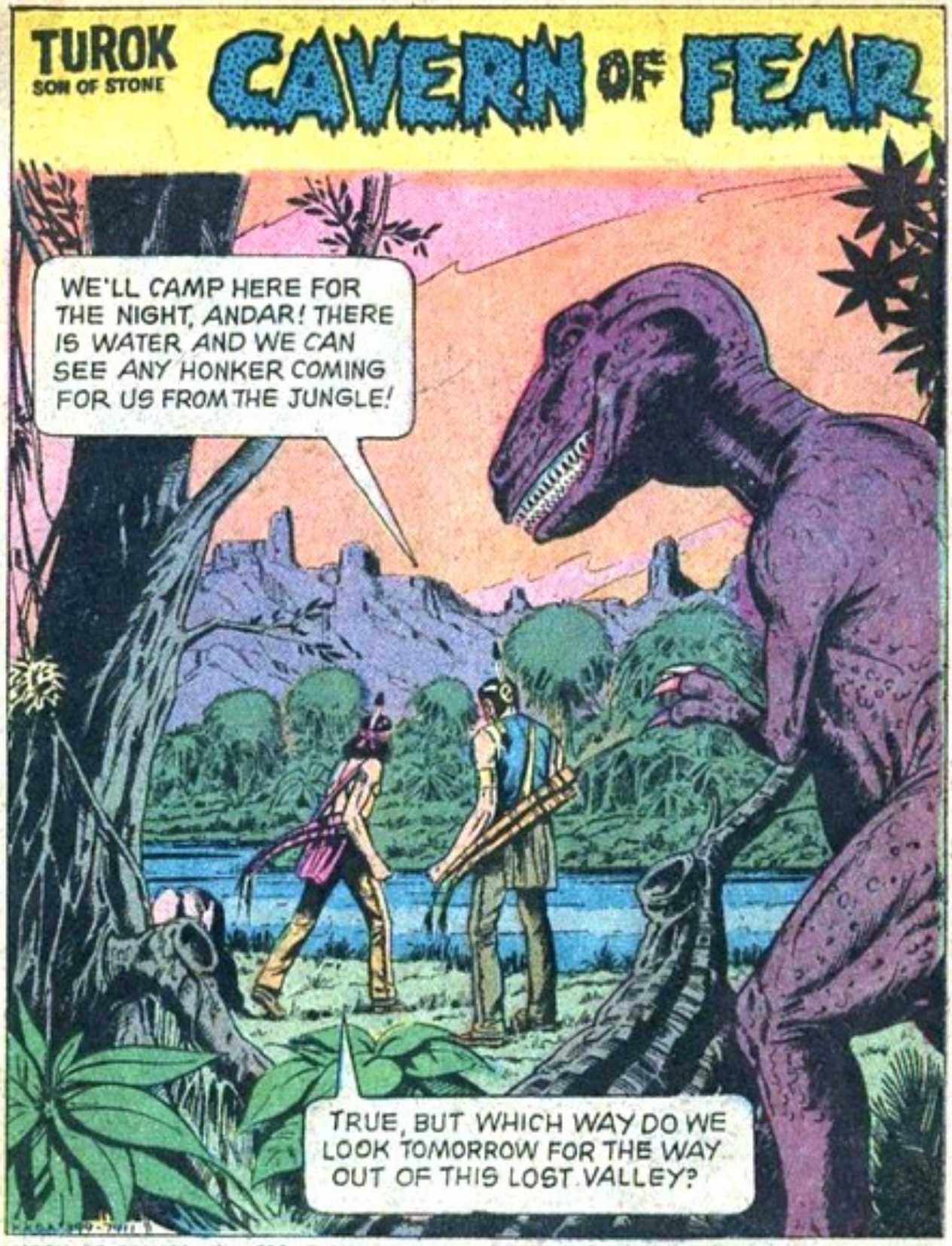
MARCH of COMICS


TUROK
SON OF STONE
CAVERN OF FEAR
WE'LL CAMP HERE FOR THE NIGHT, ANDAR! THERE IS WATER AND WE CAN SEE ANY HONKER COMING FOR US FROM THE JUNGLE!
TRUE, BUT WHICH WAY DO WE LOOK TOMORROW FOR THE WAY OUT OF THIS LOST VALLEY?

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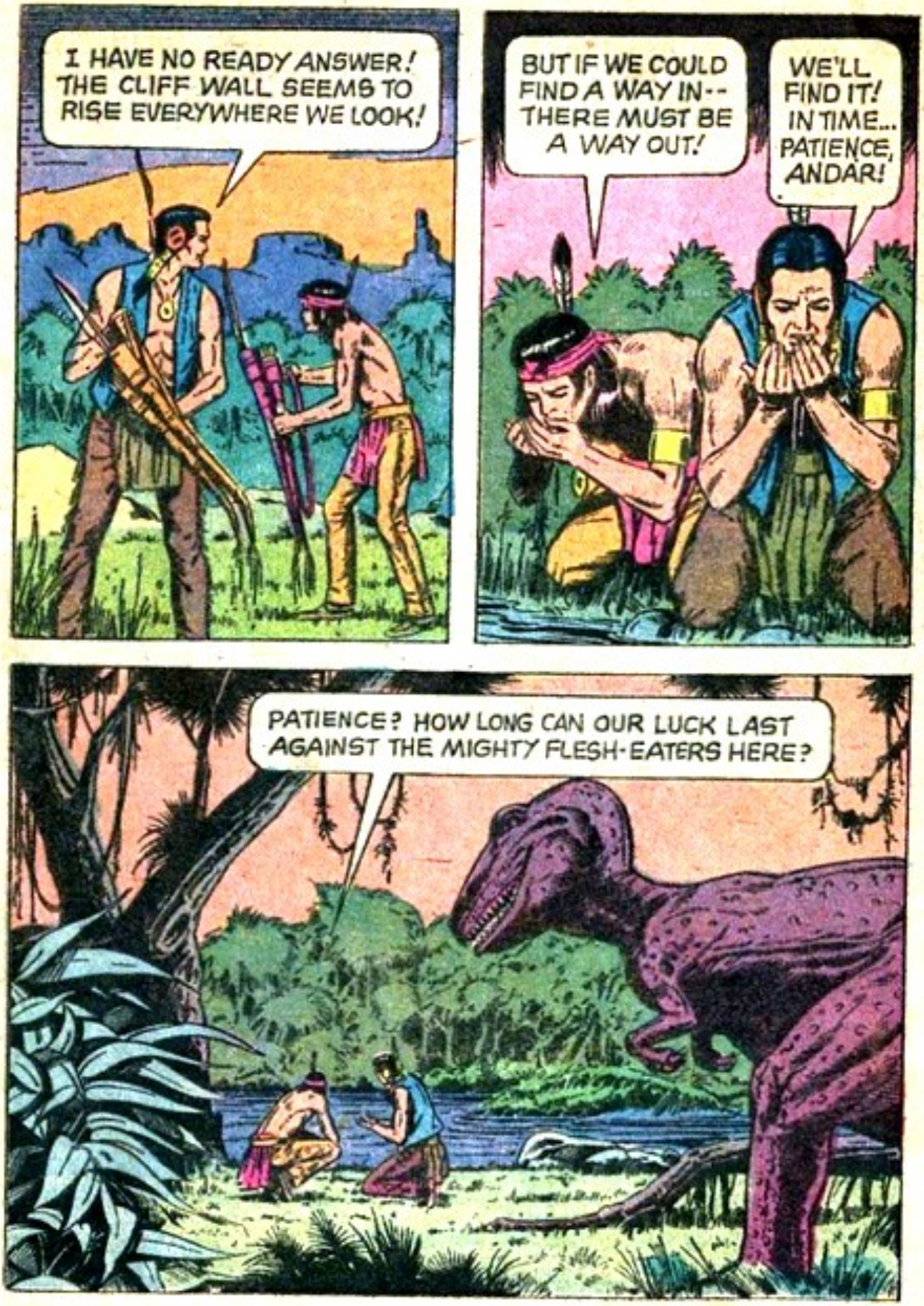
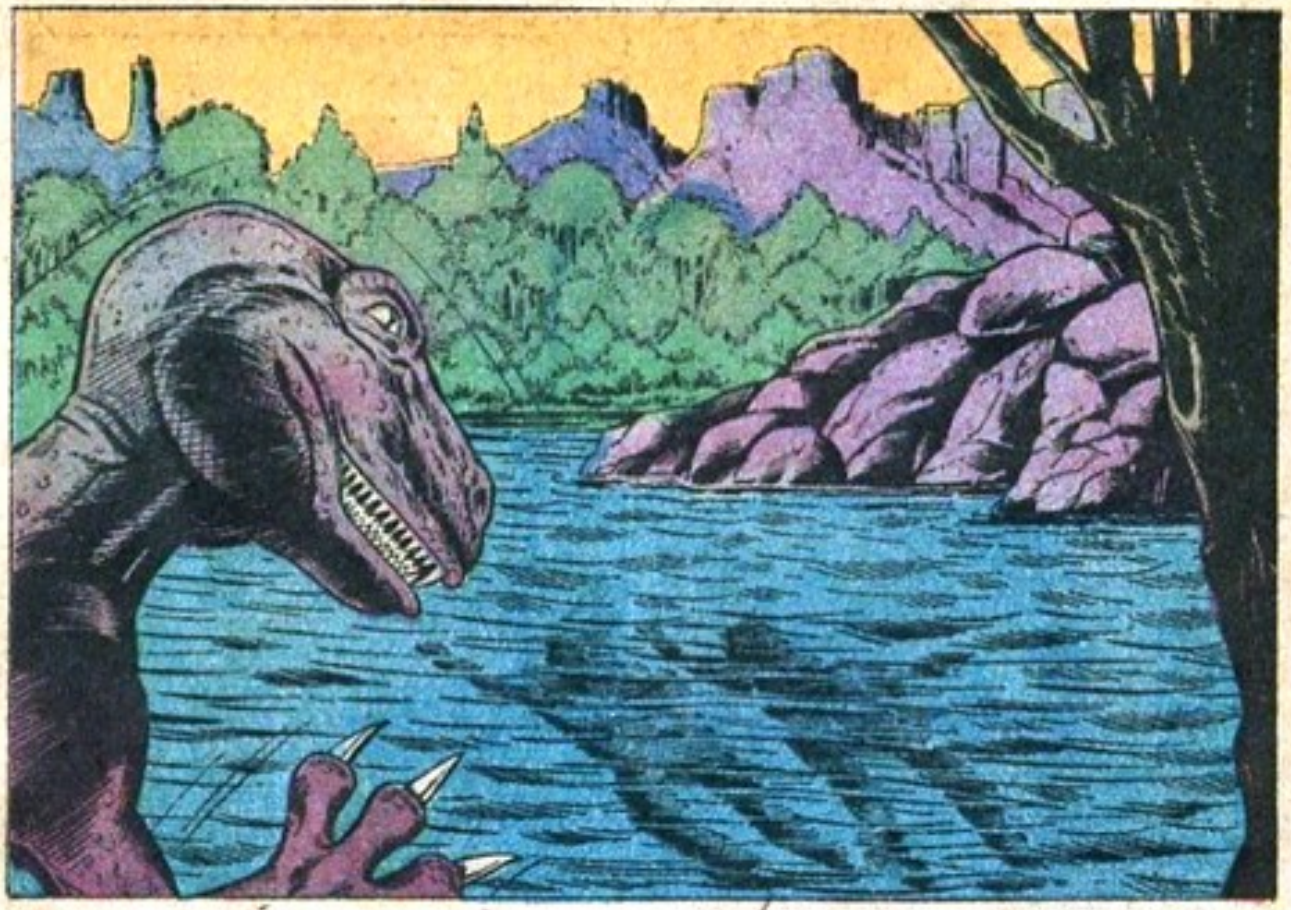

I HAVE NO READY ANSWER! THE CLIFF WALL SEEMS TO RISE EVERYWHERE WE LOOK!
BUT IF WE COULD FIND A WAY IN-- THERE MUST BE A WAY OUT!
WE'LL FIND IT! IN TIME... PATIENCE, ANDAR!
PATIENCE? HOW LONG CAN OUR LUCK LAST AGAINST THE MIGHTY FLESH-EATERS HERE?

ARRUNK!
LOOK--
USE A POISON ARROW! QUICKLY!
WE'LL NEVER HAVE TIME TO USE OUR BOWS--
GREEUNK!
DIVE!



AN UNDERWATER CAVERN! BUT NO TIME TO LOOK THERE ... NEED TO GET AIR... AND ... WILL THE FLESH-EATER BE WAITING FOR US--?

AT LAST, THEY ARE FORCED TO SURFACE...
ARUNNNK!
THE HONKER... GASP... MUST SEE US...

WE'RE SAFE, ANDAR! THE HONKER HAS FOUND OTHER GAME TO HUNT!
DID YOU SEE THAT UNDER-WATER CAVERN? MAYBE IT LEADS TO A WAY OUT OF THE VALLEY!
WHILE WE ARE HERE, WE SHOULD EXPLORE IT! BUT IT COULD BE DANGEROUS!
WHY ARE YOU ALWAYS SO CAUTIOUS? I DON'T KNOW WHAT YOU'RE AFRAID OF--
WAIT! A STRONG UNDER-WATER CURRENT COULD TRAP US IN THAT CAVERN!

I'M GOING TO FIND A LONG VINE! WE'LL TIE IT TO A LOG AND PUSH THE LOG INTO THE CAVERN! THEN, WE'LL KNOW IF THERE'S A CURRENT BELOW!
ANDAR AGREES TO THE TEST! BUT AFTER WAITING A FEW MINUTES...
BY THE TIME TUROK GETS BACK WITH THAT VINE, I'LL KNOW THE ANSWER!
THERE IS A CURRENT DOWN HERE...SOMETHING IS PULLING ME INTO THE CAVERN! I'D BETTER TURN BACK--

GOT TO GET OUT OF HERE--
THE CURRENT'S TOO STRONG... GETTING FURTHER FROM THE OPENING!
NEED AIR... BUT IS THERE AIR ABOVE... OR DOES THE WATER REACH THE CAVERN ROOF?

GASP

I-IT'S COMING FOR ME...

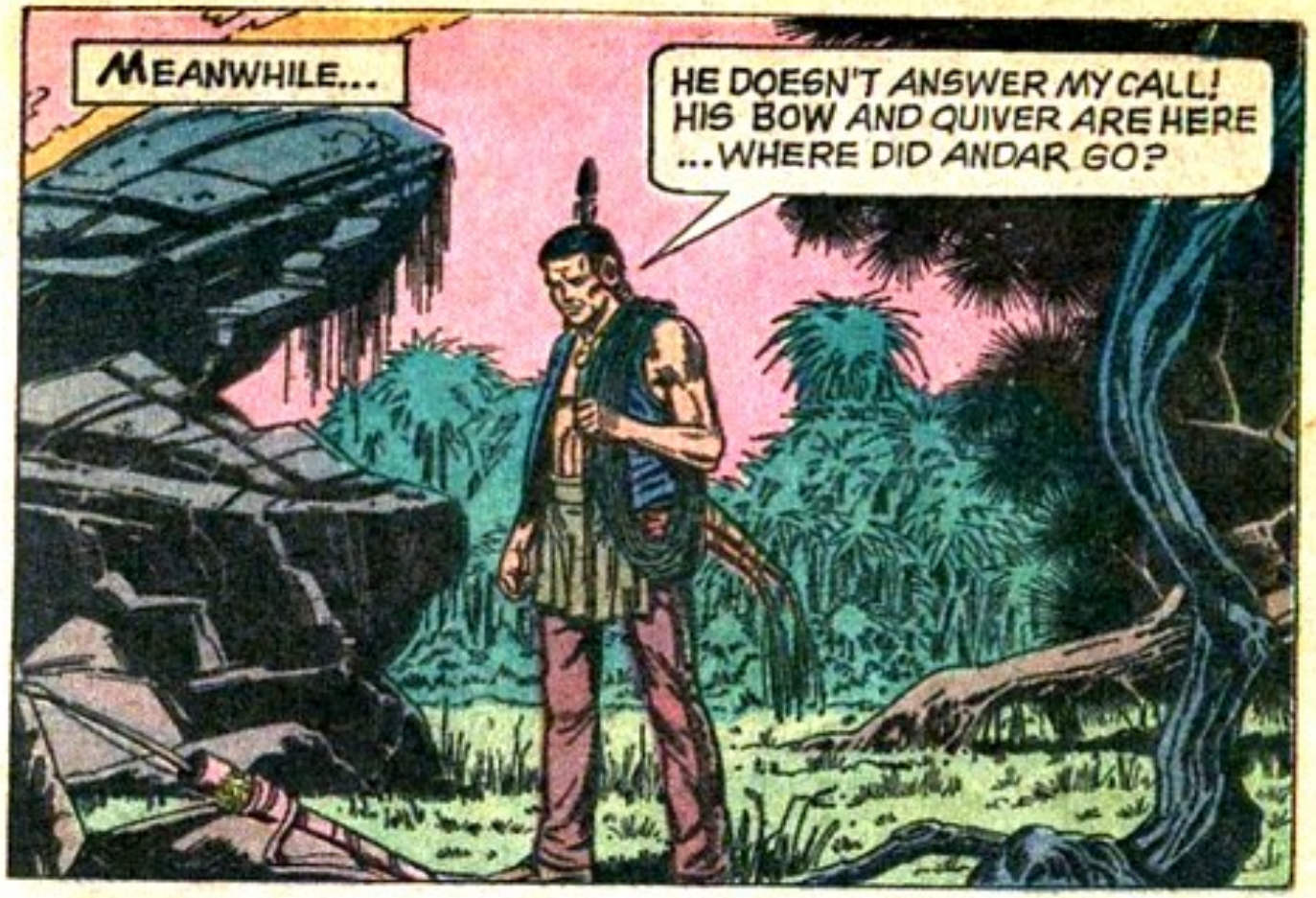
...AND I'VE ONLY THIS TO USE AGAINST IT!

DESPERATELY ANDAR DEFENDS HIMSELF AGAINST THE SAVAGE JAWS...
I MUST HAVE HURT HIM ...HURT HIM ENOUGH TO MAKE HIM TURN AWAY!
BUT NOW THEY ARE COMING FOR ME!

THEY HAVE FOUND AN EASIER PREY!

BUT HOW DO I GET BACK TO TUROK? THE CURRENT WON'T LET ME OUT OF THE UNDERWATER OPENING!

GREUNK!
THERE'S NO PLACE TO ESCAPE IT!


MEANWHILE...
HE DOESN'T ANSWER MY CALL! HIS BOW AND QUIVER ARE HERE ...WHERE DID ANDAR GO?

MINUTES LATER...
MAYBE IF I CLING HERE A WHILE, IT WILL GO OFF--

BUT THE CAVERN'S WALL IS CLAMMY AND SLIPPERY AND SUDDENLY...
H-HELP!

SPLASH!

WRUNNNNK!

WHAT GRABBED MY ANKLE?

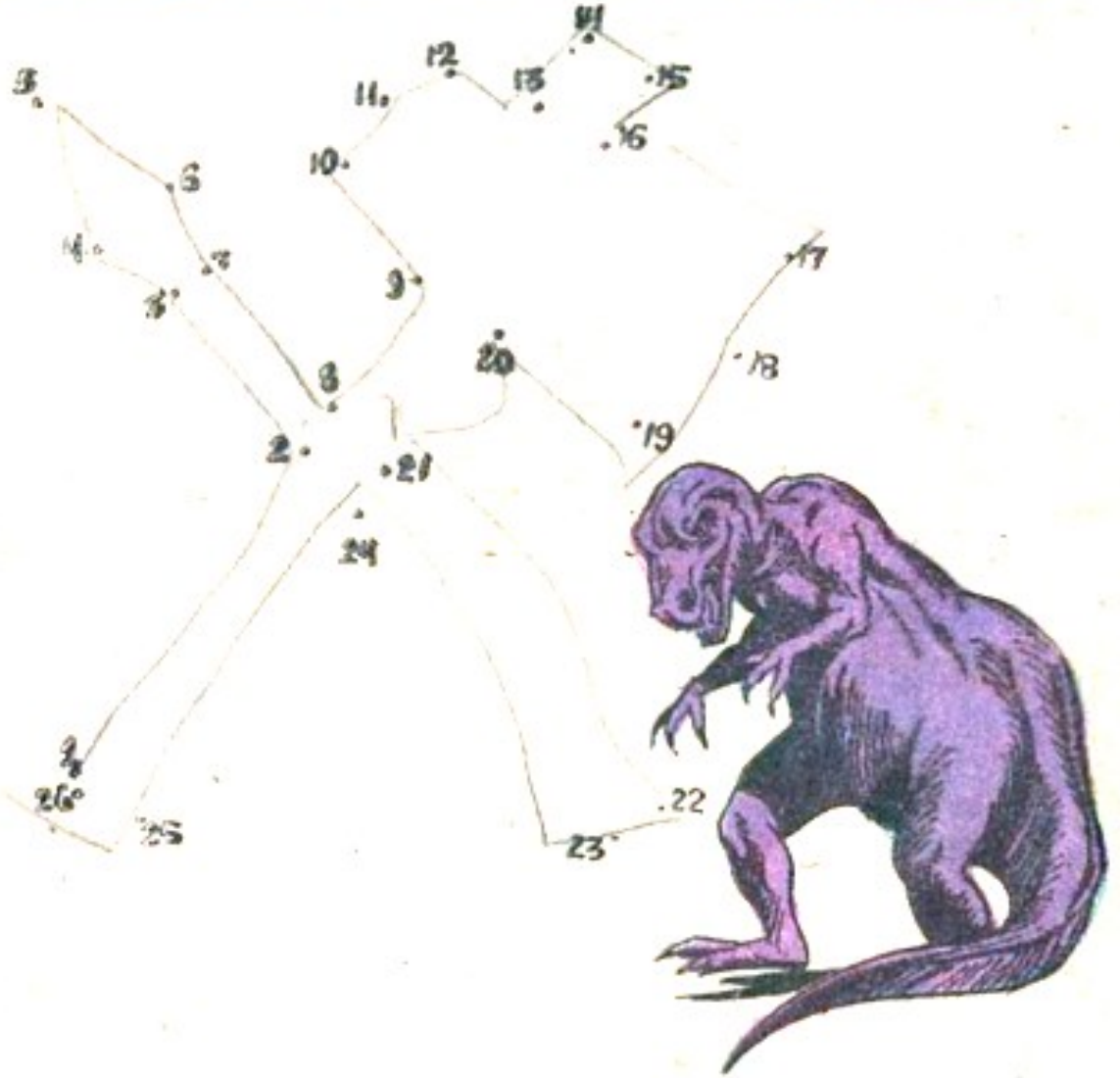
Y-YOU GRABBED--
YES! I GUESSED YOU HAD TRIED TO ENTER THERE ALONE!
THAT HONKER'S COMING--
HOLD ONTO THE LINE!
IT'S TIED TO THE POND SHORE! WE CAN PULL OURSELVES THROUGH THE CAVERN OPENING!
MAKING A DEEP BREATH, THEY START TUGGING TOWARD THE CAVERN'S ENTRANCE...
CURRENTS SLOWING US... CAN WE REACH AIR ... IN TIME--

WE'RE THROUGH!

MINUTES LATER...
IT WAS FOOLISH OF ME TO SWIM INTO THE CAVERN WITHOUT BEING SURE THAT I COULD GET BACK OR KNOWING WHAT WAS AHEAD!

MAYBE NEXT TIME YOU WON'T LAUGH AT MY CAUTION! AT LEAST WE KNOW THE CAVERN OFFERS NO WAY OUT OF LOST VALLEY!
BUT SOMEWHERE AHEAD THERE MUST BE A WAY BACK TO OUR TRIBE!
THE END

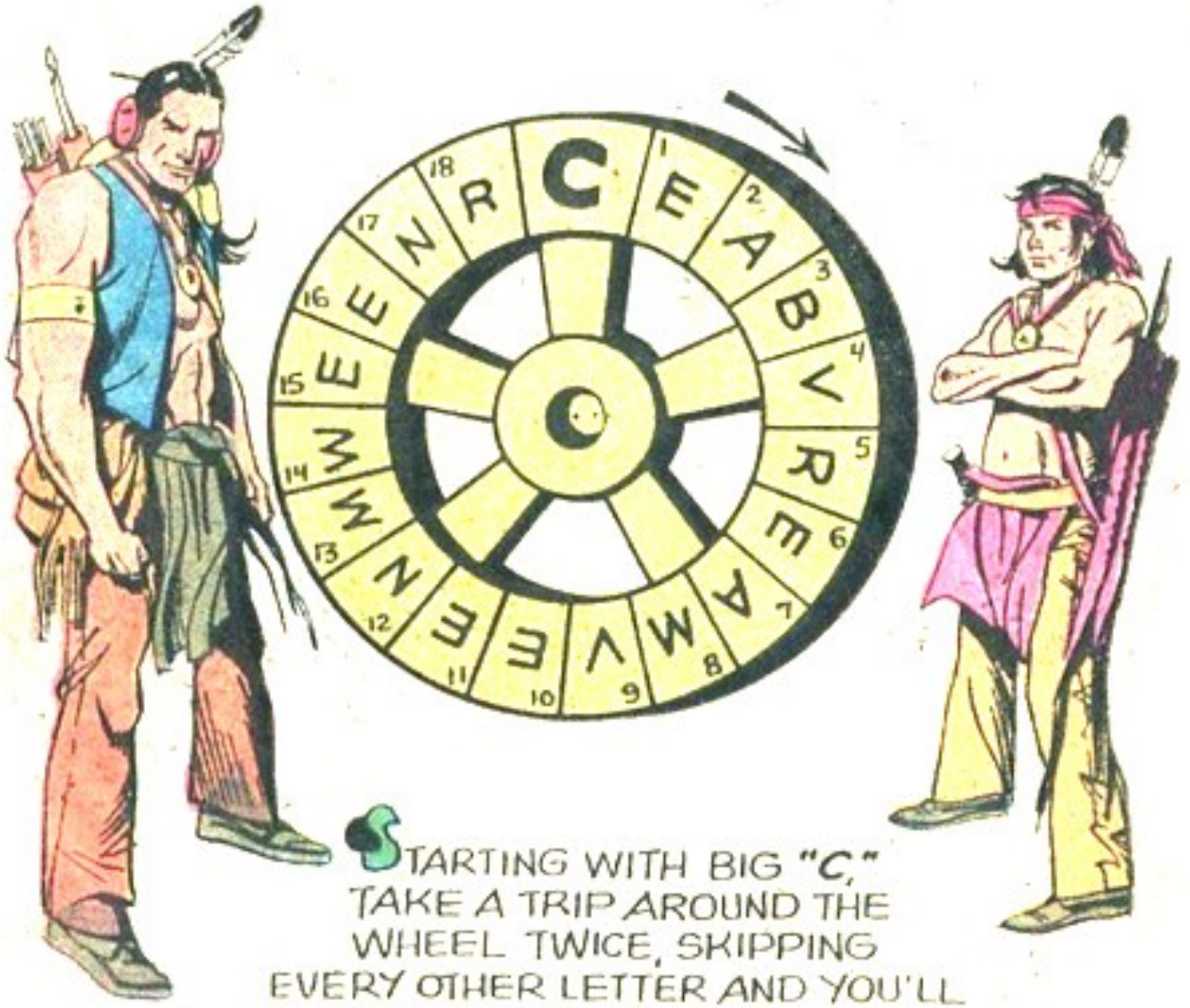
CAVEMAN'S COMPANIONS



HERE ARE A COUPLE OF "PALS" THE CAVEMAN ALWAYS TOOK WITH HIM WHEREVER HE WENT! CONNECT THE DOTS IN NUMERICAL ORDER AND YOU'LL DISCOVER WHO HIS BEST FRIENDS WERE!

TUROK appears regularly in Gold Key Comics

TUROK'S MESSAGE WHEEL



STARTING WITH BIG "C," TAKE A TRIP AROUND THE WHEEL TWICE, SKIPPING EVERY OTHER LETTER AND YOU'LL DECIPHER TUROK'S MESSAGE!

ANSWER:
CAVEMEN WERE
BRAVE MEN

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